

VILLAINS II

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst and Martin Tideswell



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Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Villains II* presents six high-level malign foes to challenge and bedevil your PCs.

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully-detailed stat block.

Villains II also presents six powerful minions to hurl against meddlesome adventurers.



CREDITS

Design: Creighton Broadhurst and Martin Tideswell
Development: Steve “Taz” Cansdale and Aaron T. Huss
Editing: Steve “Taz” Cansdale and Aaron T. Huss
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Interior Artists: Bradley K. McDevitt, Dave Peterson, Jeff Freels and Toby Gregory. Some images copyright Erisian Entertainment, used with permission. Artwork © 2008 Jeff Freels, used with permission.

BONUS MATERIAL

Thank you for purchasing *Villains*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Villains* is error free. However, we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ABOUT THE DESIGNERS

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Martin has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at the age of 11 and the rest, as they say, is history...

Martin is now 39 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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Every hero needs an enemy to defeat. Every campaign needs a foul villain weaving dangerous and sinister plans. *Villains II* presents six such high-level threats along with a half-dozen powerful minions to hurl at the party.

Each villain benefits from an extensive write-up including a full-length illustration, comprehensive stat block and notes on their personality, background, mannerisms and distinguishing features.

*Six of the worst, they haunt our fears,
Their reigns so wicked, drenched in tears,
Skulking in ruins, forests and tombs,
Or breaking bones in packed bar-rooms,*

*There's a drinker of blood on his rambling estate,
And a recluse who deserved a better fate,
A corrupted druid with a wrath like thunder,
And a pirate captain who drinks all his plunder,*

*Dragons live on in a sorcerer without a soul,
While breaking hearts is our demon's role,
They'll kill and curse and come after you,
We humbly present the cast of Villains II...*

MINIONS AND VILLAINS BY CR

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READING STAT BLOCKS

Villains II includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

MINIONS

GARGOYLE SCOUT

Equally at home skulking through the twisted passages of the deep earth or lurking amongst the leering statues of a cathedral or other impressive edifice, gargoyle scouts are malevolent foes. Driven by excessive vindictiveness, and consumed with their own petty desires, gargoyle scouts do not often serve one master for any length of time.

For all this, though, they are skilled scouts, cruel combatants and are valued (if not trusted) minions. Gargoyle scouts prefer to operate with others of their own kind and do not mix well with a villain's other minions. Often perching atop a villain's lair, they frequently take on the appearance of the building's architecture, making them a difficult threat to recognise.



GARGOYLE SCOUT

CR 11 (XP 12,800)

Female gargoyle ranger 7

CE Medium monstrous humanoid (earth)

Init +8 (+10 urban, +12 underground); **Senses** darkvision 60 ft.; Perception +14 (+16 vs. dwarves or in urban, +18 underground, vs. humans or dwarves in urban, +20 vs. humans in urban, +22 vs. humans underground), Sense Motive +2 (+4 vs. dwarves, +6 vs. humans)

Speed 40 ft., fly 60 ft. (average; Hover); woodland stride

Woodland Stride (Ex) The gargoyle scout can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

ACP 0; Fly +14, Stealth +20 (+24 in stony environs, +26 urban, +28 underground; freeze)

Freeze (Ex) A gargoyle scout can hold itself so still it appears to be a statue. A frozen gargoyle can take 20 on a Stealth check to hide in plain sight as a stone statue.

AC 22, touch 16, flat-footed 17; **CMD** 33; Dodge, *gloves of arrow snaring* (+4 Dex, +2 armour [*bracers of armour* +2], +1 deflection [*ring of protection* +1], +1 dodge, +4 natural)

Fort +10, **Ref** +13, **Will** +10

hp 121 (12 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +12; **CMB** +17

Melee 2 claws +17 (1d6+5) and bite +17 (1d4+5) and gore +17 (1d4+5)

Ranged +2 composite longbow (range 110 ft.; Improved Precise Shot, Precise Shot) +19/+14/+9 (1d8+7/x3)

Atk Options favoured enemy (dwarf +2, human +4)

Special Actions hunter's bond (companions; 2 rounds)

Ranger Spells Prepared (CL 5th; concentration +7)

2nd—*protection from energy*

1st—*magic fang*, *resist energy*

Combat Gear 20 arrows, *potion of cure serious wounds* (2), *potion of invisibility*

Abilities Str 20, Dex 18, Con 18, Int 6, Wis 14, Cha 5

SQ combat style (archery), favoured terrain (underground +4, urban +2), hunter's bond, track (+3), wild empathy +4 (+9 magical beasts)

Feats Dodge, Endurance^B, Hover, Improved Initiative, Improved Precise Shot^B, Iron Will, Precise Shot^B, Skill Focus (Fly), Weapon Focus (longbow)

Skills as above plus Bluff -3 (-1 vs. dwarves, +1 vs. humans), Knowledge (dungeoneering) +8, Knowledge (geography) -2 (+0 vs. urban, +2 vs. underground), Knowledge (local) -2 (+0 vs. dwarves, +2 vs. humans), Survival +12 (+15 tracking, [swift tracking], +17 tracking dwarves or in urban, +19 tracking underground, humans, dwarves in urban, +21 tracking humans in urban or dwarves underground, +23 tracking humans underground)

Languages Common, Terran

Gear as above plus 25 gp

GHAST HORDELINGS

Driven by their all-consuming hunger for flesh, ghost hordelings willingly serve their master only as long as he can provide a ready source of corpses. Their lairs are always macabre, gore-splattered places - no place for sane, right-thinking folk.

In battle, hordelings seek to overwhelm their target through sheer weight of numbers. They hurl themselves at their prey using their bite and claws to paralyze their victims. If this fails, they grapple their enemies and, once their prey is pinned, rip them apart.

GHAST HORDELING CR 7 (XP 3,200)

With long, sharp teeth and wickedly curved talons, this creature's pallid skin is stretched tightly over its starved frame, giving it a nightmarish appearance.

Male advanced ghoul fighter 2/rogue 3

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +13 (+14 vs. traps), Sense Motive +2

Speed 30 ft.

ACP 0; Acrobatics +14, Climb +14, Stealth +14 (fast stealth), Swim +14

AC 22, touch 16, flat-footed 17; **CMD** 25; Dodge, +1 vs. traps (+4 Dex, +4 armour [+1 studded leather], +1 deflection [ring of protection +1], +1 dodge, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +8, **Ref** +8 (evasion; +9 vs. traps), **Will** +10 (channel resistance +2)

hp 64 (7 HD)

Space 5 ft. (stench 10 ft.); **Base Atk** +5; **CMB** +9 (+11 grapple)

Stench (Ex) The overwhelming stench of death surrounds the ghast (sickened for 1d6+4 minutes; DC 15 Fortitude negates).

Melee bite +9 (1d6+4 plus ghoul fever and paralysis [DC 16; 1d4+1 rounds]) and

2 claws +9 (1d6+4 plus paralysis [DC 16; 1d4+1 rounds])

Atk Options Improved Grapple, ghoul fever, sneak attack +2d6

Ghoul Fever (Su) save DC 12 Fortitude [2 consecutive cures]; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage.

Combat Gear javelin of lightning, potion of inflict moderate wounds

Abilities Str 18, Dex 19, Con —, Int 13, Wis 16, Cha 16

SQ bravery (+1), rogue talent (fast stealth), trapfinding (+1), trapsense (+1)

Feats Ability Focus (paralysis), Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Toughness

Skills as above plus Intimidate +13, Linguistics +2

Languages Abyssal, Common

Gear as above plus cloak of resistance +1

HORDELING LEADER

CR 9 (XP 6,400)

With long, sharp teeth and wickedly curved talons, this creature's pallid skin is stretched tightly over its starved frame, giving it a nightmarish appearance.

Male advanced ghoul fighter 4/rogue 3

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +15 (+16 vs. traps), Sense Motive +2

Speed 30 ft.

ACP 0; Acrobatics +17, Climb +14, Stealth +17 (fast stealth), Swim +14

AC 23, touch 17, flat-footed 17; **CMD** 28; Dodge, +1 vs. traps (+5 Dex, +4 armour [+1 studded leather], +1 deflection [ring of protection +1], +1 dodge, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +9, **Ref** +10 (evasion; +10 vs. traps), **Will** +11 (channel resistance +2)

hp 83 (9 HD)

Space 5 ft. (stench 10 ft.); **Base Atk** +7; **CMB** +11 (+13 grapple)

Stench (Ex) The overwhelming stench of death surrounds the ghast (sickened for 1d6+4 minutes; DC 15 Fortitude negates).

Melee bite +13/+8 (1d6+7 plus ghoul fever and paralysis [DC 16; 1d4+1 rounds]) and

2 claws +12 (1d6+5 plus paralysis [DC 16; 1d4+1 rounds])

Atk Options Improved Grapple, ghoul fever, sneak attack +2d6

Ghoul Fever (Su) save DC 12 Fortitude [2 consecutive cures]; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage.

Combat Gear potion of inflict moderate wounds (2)

Abilities Str 18, Dex 20, Con —, Int 13, Wis 16, Cha 16

SQ armour training (1), bravery (+1), rogue talent (fast stealth), trapfinding (+1), trapsense (+1)

Feats Ability Focus (paralysis), Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Toughness, Weapon Focus (bite)9, Weapon Specialisation (bite)

Skills as above plus Intimidate +13, Linguistics +2

Languages Abyssal, Common

Gear as above plus amulet of mighty fists +1, cloak of resistance +1

ENCOUNTER GROUPS

Hordelings can be encountered in groups of almost any size — the group's size dictated by the number of fresh corpses the villain can provide to assuage the ghosts' terrible hunger.

EL 10 (XP 9,600): Ghost Hordeling (3)

EL 11 (XP 12,800): Ghost Hordeling (2), Hordeling Leader

EL 12 (XP 19,200): Ghost Hordeling (4), Hordeling Leader

EL 13 (XP 25,600): Ghost Hordeling (4), Hordeling Leader (2)

GUTHSEYR

An invisible and near soundless threat, this deranged invisible stalker is a powerful minion and malevolent foe.

Tracker, spy and assassin, Guthseyr has fulfilled many roles at the behest of his mortal masters. Now, after long centuries of such service, Guthseyr has grown to hate all mortals and indulges himself by dispensing as much misery and suffering as possible.

Background: For untold centuries, Guthseyr served at the pleasure of a long succession of mortal spellcasters each intent on forcing him to perform many services. Exposed to the most venal and self-serving desires of innumerable masters, Guthseyr has come to the conclusion that no mortal has the right to command him. This slow realisation has warped his viewpoint on life.

Personality: A thoroughly evil, self-centred individual, Guthseyr delights in twisting and bending any agreement he enters into so that as many people as possible suffer as a result of his actions. He is also a kleptomaniac, stealing any small items or trinkets that amuse him.

Mannerisms: Guthseyr delights in the terror his "appearance" instils in his victims. Often he cannot stop himself laughing and cackling during battle. He enjoys allowing a terrified and badly injured foe the luxury of fleeing battle, only to follow behind to strike him down within sight of safety.

Distinguishing Features: Guthseyr is naturally invisible and thus few have glimpsed his proper form. However, a palpable sense of lurking dread surrounds him. Particularly sensitive individuals surviving an encounter with the deranged invisible stalker also report sensing the creature's hatred radiating from it like the blaze of a bonfire.

Hooks: Bound to service by some villain, Guthseyr seeks the fall of both his targets and master. He remains within the letter of his agreement while attempting to manipulate the situation so that the PCs come into direct conflict with his master.

Alternatively, Guthseyr could be seeking his revenge against a master who inadvertently failed to protect himself sufficiently through a badly-worded contract. In this situation, Guthseyr may enlist the unwitting PCs to be the instruments of his vengeance. Having mortals dance to his tune (even unwittingly) greatly amuses Guthseyr and he may provide the PCs with a reward (of dubious value — perhaps a powerful, cursed magic item or a very recognisable item recently stolen from an important, local figure).

GUTHSEYR

CR 11 (XP 12,800)

Male invisible stalker rogue 4

NE Medium outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Perception +17 (+19 vs. traps; trap spotter), Sense Motive +3

Speed 30 ft., fly 30 ft. (perfect)

ACP 0; Acrobatics +21, Fly +29, Stealth 21 (fast stealth, natural invisibility)

Natural Invisibility (Ex) This ability is constant; Guthseyr remains invisible even when attacking. As this ability is inherent, it is not subject to *invisibility purge*. Against opponents that cannot pinpoint him, he gains a +20 bonus on Stealth checks when moving or +40 when standing still; these bonuses are not included in his listed Stealth bonus.

AC 29, touch 18, flat-footed 29; **CMD** 34; Dodge, uncanny dodge, +1 vs. traps; **Miss Chance** 50%

(+7 Dex, +5 armour [+2 *studded leather*], +1 dodge, +6 natural)

Immune paralysis, poison, *sleep*, stunning, critical hits, flanking, precision-based damage

Fort +15, **Ref** +20 (evasion; +21 vs. traps), **Will** +8

hp 137 (11 HD)

Space 5 ft.; **Base Atk** +10; **CMB** +16

Melee 2 slams +18 (2d6+7)

Atk Options Combat Reflexes (Stand Still), sneak attack +2d6

Combat Gear *feather token* (whip; 2), *hand of the mage*, *potion of cure serious wounds* (2)

Abilities Str 22, Dex 24, Con 24, Int 14, Wis 17, Cha 9

SQ rogue talents (fast stealth, trap spotter), trapfinding, trap sense

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Stand Still, Weapon Focus (slam)

Skills as above plus Disable Device +25, Knowledge (dungeoneering) +15, Knowledge (local) +14, Knowledge (planes) +16, Sleight of Hand +21

Languages Abyssal, Auran, Common, Undercommon

Improved Tracking Guthseyr takes no penalty to Survival checks when tracking and moving at any speed.

Gear as above plus *amulet of mighty fists* +1, *cloak of resistance* +2, 12 gp, masterwork thieves' tools

INVISIBILITY

Guthseyr's natural invisibility gives him a great advantage when carrying out his mission. This has the following effects:

- +2 bonus on attack rolls against sighted opponents.
- Ignores sighted opponent's Dexterity bonus AC.
- Opponents have a 50% miss chance when attacking Guthseyr.
- To attack Guthseyr, his opponents must first pinpoint his location; see "Invisibility" in the *Pathfinder Roleplaying Game Core Rulebook* for more information.

THOTHOSK

Conman and go-between, in his own mind, Thothosk is a debonair and suave fellow. In reality this depraved quasit is hated by almost all who deal with him.

Thothosk is a conman and fixer who had deep and widespread connections in the criminal underworld of a large city. As charismatic as he is debauched, his associates among the denizens of the lower planes makes him an invaluable broker for a villain attempting to entice demons into his ranks.

Background: Once the familiar of the archmage Cullain, Thothosk did not follow his master's soul to the Great Beyond, instead opting to enjoy the delights of the prime material plane for a few more centuries. Since then, Thothosk has built up a small fortune and even owns several businesses scattered throughout the city.

Personality: An inveterate liar, Thothosk is always out for himself. He doesn't care who his customers are as long as they pay handsomely for his services. Thothosk loves manipulating those around him and often asks potential customers to carry out certain long-winded and ultimately pointless tasks for his own amusement.

Thothosk has a short attention span and is easily distracted.

Ultimately, Thothosk is becoming bored with his life and wants to find another quasit to share his japes with.

Mannerisms: A skilled comedian, Thothosk often regales his customers with long one-man shows designed to assert his superiority over his audience. His conversation is punctuated by cruel jibes and jokes. Thothosk fancies himself a great orator and uses expansive hand gestures when speaking.

Distinguishing Features: Thothosk speaks in a very high-pitched voice and his scales are of burnished black punctuated by red flecks.

Hooks: Thothosk is nosy and inquisitive. If the PCs start to make trouble for any of his customers, he investigates using change shape and/or *invisibility*. Spying on his new enemies he gathers enough information to deal with this new threat. This could involve discovering where the PCs sleep at night, uncovering a dark secret the PCs would not like revealed and so on. Having gathered sufficient information he approaches those who owe him favours and orders them to deal with the PCs. If his chosen tools fail to deal with the problem, he simply finds new ones.

Alternatively, the PCs could be battling an evil wizard who has a quasit familiar. In Thothosk they find an unlikely ally; the quasit wishes to entice the wizard's familiar to remain with him when the wizard dies and thus aids the PCs. If the quasit familiar is slain, Thothosk flies into a rage and stops at nothing to exact his revenge.

THOTHOSK

CR 11 (XP 12,800)

Curved ram's horns top this tiny winged demon's head.

Male quasit bard 9

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +18

Speed 20 ft., fly 50 ft. (perfect)

ACP 0; Acrobatics +16 (+12 jumping), Escape Artist +16, Fly +22, Stealth +27

AC 25, touch 17, flat-footed 21; **CMD** 20; Dodge (+2 size, +4 Dex, +5 armour [+2 *studded leather*], +1 dodge +3 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +7, **Ref** +15, **Will** +12; +4 vs. bardic performance, sonic and language-dependant effects

hp 78 (12 HD); fast healing 2; **DR** cold iron or good/5

Space 2 1/2 ft.; **Base Atk** +9; **CMB** +9

Melee 2 claws (reach 0 ft.) +11 (1d3-2 plus poison [DC 13 Fortitude {2 consecutive cures}; frequency 1/round for 6 rounds; effect 1d2 Dexterity]) and bite (reach 0 ft.) +1 (1d4-2)

Special Actions bardic performance (29 rounds; countersong, distraction, fascinate [DC 17], inspire courage [+2], inspire competence [+3], *suggestion* [DC 17], dirge of doom, inspire greatness), change shape (bat, toad; *polymorph*)

Bard Spells Known (CL 9th; concentration +12)

3rd (4/day)—*clairaudience/clairvoyance*, *deep slumber* (DC 16), *dispel magic*, *see invisibility*

2nd (5/day)—*detect thoughts* (DC 15), *eagle's splendour*, *heroism*, *mirror image*

1st (6/day)—*alarm*, *cure light wounds*, *identify*, *silent image* (DC 14), *undetectable alignment*

0—*dancing lights*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*, *read magic*

Spell-Like Abilities (CL 6th; concentration +9)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 14)

1/week—*commune* (six questions)

Combat Gear *lesser metamagic rod of silence*, *marvellous pigments*, *potion of cure serious wounds*

Abilities Str 6, Dex 18, Con 13, Int 13, Wis 12, Cha 17

SQ bardic knowledge, lore master, versatile performance (act, comedy), well versed

Feats Alertness, Dodge, Extra Performance, Improved Initiative, Improved Natural Armour, Weapon Finesse

Skills as above plus Bluff +18, Diplomacy +15, Disguise +3, Intimidate +18, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +11, Knowledge (nature) +5, Knowledge (nobility) +5, Knowledge (planes) +11, Knowledge (religion) +5, Perform (comedy) +18

Languages Abyssal, Common, Infernal, telepathy (touch)

Gear as above plus *cloak of resistance* +2, 12 gp

VOAROTHIM

This hulking, but surprisingly wise, giant is steeped in battle-cunning.

A creature born of battle and slaughter, Voarothim relishes the opportunity to bathe his sword in the warm blood of his enemies. No music is sweeter to Voarothim than the screams of the dying and the clash of blade on blade and no victory sweeter than standing atop the slashed corpse of a fallen enemy hero.

Background: An evil spirit clad in the form of a once-powerful ogre chieftain, Voarothim has fought and brawled his way across much of the known world. Frustrated with the simple, brutish life of normal ogres, and seeking glory and booty in the civilised lands, Voarothim has fought in many major wars. Responsible for countless atrocities, he has developed a taste for the flesh of the fallen.

Personality: Voarothim follows his own warped and twisted code of honour in which the gaining of battle glory justifies the means by which it is gained. Brave, but not fearless, Voarothim is not stupid and uses his various powers to escape from an impossible situation. His twisted honour code demands he destroy notable enemies in single combat (even if his opponent starts the fight asleep).

Mannerisms: Even though he often approaches enemies cloaked in a different form (see below), he always announces himself to his victims so that they may know who sends them to hell. When in combat he roars and bellows in a deep booming voice. When he defeats a skilled foe in single combat, he beheads his victim and uses the skull as a drinking vessel.

Distinguishing Features: In his true form, several deep scars criss-cross Voarothim's face and shoulders. Dried blood often coats his tusks.

Voarothim's greatsword is an ancient blade forged of adamantine by enslaved dwarven master crafters many centuries ago. Wrested from a slain giant chieftain, the blade is his pride and joy. Enemies stealing or breaking the weapon earn his eternal hatred.

Several bleached skulls — the remains of powerful fighters slain in single combat — adorn his belt. These serve as drinking cups for the depraved warrior.

Hooks: Voarothim serves villains as a personal bodyguard or enforcer. Either role is likely to bring him into contact with the PCs. As an enforcer, he is normally dispatched to crush meddling adventurers while as a bodyguard he stays close to his master.

Alternatively, if Voarothim is without employment, he may be encountered in a villain's lair awaiting an audience. In this situation, the PCs are not his enemies and unless they attack him, he does not strike them down. Indeed, quick-thinking PCs may be able to entice him into joining their foray (for an equal share of the profits, of course).

VOAROTHIM

CR 11 (XP 12,800)

Clad in shining plate armour, this tusked giant wields a massive adamantine greatsword.

Male ogre-mage fighter 3

LE Large outsider (giant, native, oni, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +17, Sense Motive +3

Speed 40 ft., fly 60 ft. (good)

ACP -4; Fly +12, Stealth -4

AC 27, touch 11, flat-footed 15; **CMD** 35

(-1 size, +2 Dex, +11 armour [+2 full plate], +5 natural)

Fort +19, **Ref** +11, **Will** +14 (+15 vs. fear); **SR** 19

hp 151 (11 HD); regeneration 5 (acid or fire)

Space 10 ft.; **Base Atk** +11; **CMB** +21

Melee +1 *adamantine greatsword* (reach 10 ft.) +21/+16/+11 (3d6+14/17-20)

Ranged mwk composite longbow (range 110 ft.) +15/+10/+5 (2d6+9/x3)

Atk Options Cleave, Combat Reflexes, Power Attack (-3 attack, +9 damage with greatsword)

Special Actions change shape (Small, Medium or Large humanoid; *alter self* or *giant form I*)

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deep slumber* (DC 16)

Combat Gear 20 arrows, *potion of cure serious wounds* (2)

Abilities Str 28, Dex 19, Con 27, Int 12, Wis 16, Cha 17

SQ armour training (1), flight

Feats Cleave, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword)

Skills as above plus Disguise +11 (+31 with change shape), Intimidate +15, Knowledge (arcana) +15, Spellcraft +15, Use Magic Device +17

Languages Common, Giant

Gear as above plus *cloak of resistance* +2, 20 gp

ALTERNATE FORMS

Voarothim often takes a different form than his own in order to confuse and confound his enemies. His favourite forms include:

- A beautiful elven female warrior clad in shimmering chainmail and wielding a slender longsword. For the first couple of combat rounds he appears tentative and afraid in the hopes that the skilled enemy warriors ignore him in favour of more dangerous foes.
- A dirty orc warrior clad in rusty armour and wielding a large mace. (In this guise he attempts to blend in with other lesser troops so that he can close to a target without being singled out as an obviously significant threat).

VILLAINS

VILRAN AZANAE

Tempted into undeath by fear of his own mortality, Vilran Azanae is now the consummate, careful predator ruling a vast, rambling estate from his crumbling ancestral seat.

Background: Vilran Azanae was a man of rare intelligence whose thirst for knowledge and power led him down a very dark road. In life, he was a foul man, born into the luxurious life of the

second son of a wealthy nobleman. Spared the burden and responsibilities of a first-born he was a selfish, spoiled (and ignored) brat. His only saving grace was his superior intellect but this led him to seek advancement through the dark arts. He proved an adept student and within a few years had outgrown the best magicians his father's money could buy. It was then he began to gather all manner of arcane artefacts and tomes. This

VILRAN AZANAE CR 15 (XP 51,200)

Male elf vampire wizard (necromancer) 14

NE Medium undead (augmented)

Init +9; **Senses** darkvision 60 ft., *detect scrying*, life sight, low-light vision; Perception +28, Sense Motive +21

Life Sight (Su) Vilran gains blindsight (20 ft. range) for 14 rounds a day. These rounds do not have to be consecutive.

Speed 30 ft., *gaseous form* (fly 20 ft. [perfect; Fly +23]), *spider climb* (climb 20 ft.)

Gaseous Form (Su) Vilran can assume *gaseous form* (AC 17, CL 5th) at will and remain gaseous indefinitely.

ACP 0; Fly +15, Stealth +23

AC 28, touch 18, flat-footed 23; **CMD** 27; Dodge (+5 Dex, +4 armour [extended *mage armour*], +2 deflection [ring of protection +2], +1 dodge, +6 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +10, **Ref** +14, **Will** +15 (Improved Iron Will; channel resistance +4)

hp 121 (136 with extended *false life*) (14 HD); *gaseous form*; fast healing 5; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Vilran assumes *gaseous form* and flees. He must reach his coffin within 2 hours or be destroyed. Once at rest, he is helpless for one hour until he regains 1 hit point. Vilran is then no longer helpless and fast healing heals his wounds normally.

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee slam +9/+4 (1d4+2 plus energy drain) or

Melee Touch grave touch +9 (shaken [7 rounds])

Atk Options Combat Reflexes, blood drain, create spawn, energy drain, grave touch (9/day)

Blood Drain (Su) Vilran can suck blood from a grappled opponent. If he establishes or maintains a pin, he drains blood (1d4 Constitution damage). Vilran heals 5 hp or gains 5 temporary hit points for 1 hour (up to a maximum equal to his full normal hit points) each round he drains blood.

Create Spawn (Su) Vilran can create a spawn when he slays a creature with blood drain or energy drain.

Energy Drain (Su) A creature hit by Vilran's slam attack gains 2 negative levels (DC 22 Fortitude restores). Vilran can use

this ability once per round.

Special Actions Command Undead (9/day; DC 20), change shape, children of the night, dominate

Change Shape (Su) Vilran can assume the form of a dire bat or wolf as if affected by *beast shape II*.

Children of the Night (Su) Once per day, Vilran can summon 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Vilran can crush a humanoid's will (DC 22 Will resists) if within 30 ft. as *dominate person* (CL 12th).

Wizard Spells Prepared (CL 14th; concentration +20 [+24 casting defensively or grappled]; spell penetration +16; arcane bond [ring])

7th—*finger of death* (DC 25), *spell turning*, *waves of exhaustion*

6th—*circle of death* (2; DC 24), *eyebite* (DC 24), *greater dispel magic*, *true seeing*

5th—extended *stoneskin*, heightened *bestow curse* (DC 23), *feeblemind* (DC 21), *magic jar* (DC 23), *teleport*

4th—*black tentacles*, ~~*detect scrying*~~, *dimension door*, *enervation* (2), heightened *blindness/deafness* (DC 22)

3rd—*displacement*, ~~*extended false life*~~, *protection from energy* (2), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 20), *eagle's splendour* (2), ~~*extended mage armour*~~, *ghoul touch* (DC 20), *see invisibility*, *web* (DC 18)

1st—*expeditious retreat* (2), *mage armour*, *obscuring mist*, *shield* (2), *ray of enfeeblement* (DC 19)

0—*bleed* (DC 18), *detect magic*, *mage hand*, *message*, *prestidigitation*

Combat Gear *necklace of fireballs* (IV), *pearl of power* (2nd, 3rd)

Abilities Str 14, Dex 20, Con —, Int 22, Wis 12, Cha 16

SQ shadowless, weapon familiarity

Feats Ability Focus (dominate, energy drain), Alertness^B, Combat Casting, Combat Reflexes^B, Command Undead^B, Dodge^B, Extend Spell^B, Greater Spell Focus (necromancy), Heighten Spell^B, Improved Initiative^B, Improved Iron Will, Iron Will, Lightning Reflexes^B, Scribe Scroll^B, Spell Focus (necromancy), Toughness^B

Skills as above plus Bluff +18, Knowledge (arcana) +23, Knowledge (history) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Knowledge (religion) +16, Spellcraft +23 (+25 identify magic items)

Languages Abyssal, Celestial, Common, Draconic, Dwarf, Elven, Giant, Infernal

Gear as above plus *cloak of resistance* +3, spell component pouch

Spellbook (evocation, illusion) as above plus as GM determined

passion drove him to create, what is today, one of the greatest collections of such items anywhere in the known world.

He persuaded his father to build him a tower on the fringes of the family's estate – from where he could study in peace. Vilran's father died soon after the structure was completed but almost as soon as Vilran's brother Buca succeeded the old man, a terrible sickness struck him down. The fickle and self-obsessed Vilran watched in horror as his sibling aged and wasted away within six months – leaving the ill-prepared younger brother as the family's heir. Vilran had no interest in his title (or its responsibilities) but his brother's death profoundly affected him. Despite being in his late thirties, he became obsessed with death. After two years of searching, during which his estate fell into disrepair, Vilran found what he had been searching for – a way to extend his life beyond a mortal's span – when he discovered a vampire laired in a nearby town.

Vilran tracked down the creature and struck a deal – allowing himself to be turned into a vampire. Within minutes of the deed, Vilran's henchmen slew the creature, freeing him from his sire's control. Revelling in his transformation Vilran well understood the importance of hiding his true nature. After feeding on and killing his companions he returned to his estate and one by one charmed his remaining servants until the entire household (some 35 souls) was in his thrall.

Other nobles now shun the Azanae estate and ordinary folk whisper of the regular disappearances of young women from nearby communities. He carefully disposes of his victims – almost 200 to date – with the bizarre exception of Andriel Rosta, a buxom and feisty farmer's daughter. Andriel now sits at Vilran's right hand – his vampire maiden, lover and accomplice. Secure in his own immortality, Vilran now seeks to further enhance his magical powers. He and Andriel lair in the converted cellar of his tower, while the Azanae mansion continues to deteriorate despite the efforts of their servants. Vilran's minions include his vampire consort, ten veteran bodyguards (who are also responsible for sourcing the majority of Vilran's victims) and the ageing Tomgam Shuttler – once his father's factor and a skilled spy. Shuttler is Vilran's eyes and ears and his most trusted confidant.

Personality: Unlike many vampires, the supremely-intelligent Vilran has spent little time learning the full extent of his powers, instead choosing to study and grow in power as a magic-user. A self-obsessed individual, he can be charming when needs be and views his thirst for blood as a necessity rather than something to be revelled in. His kills are carried out with precision and discretion.

Mannerisms: Vilran has the rather rude habit of never looking at the person with whom he is talking – his mind engaged on unravelling complex magical theories. He is also obsessed with cleanliness and, as such, is constantly preening himself.

Distinguishing Features: In life, Vilran was a strikingly handsome, if somewhat effeminate, man. In appearance, he appears as an adult elven male, albeit with unnaturally pale skin. He is extremely vain and, because he is no longer able to make use of mirrors, is attended daily by a manservant who ensures he is resplendent in regal robes.

ADVENTURE SEEDS

No matter how careful Vilran is, eventually the disappearance of scores of people from outlying communities attracts attention – particularly as his minions are now abducting victims from further afield. The PCs could be hired to investigate such disappearances by local authorities of a town or village close to Azanae's estate.

Alternatively, a party may be hired by a group of nobles concerned by the growing evil reputation of the Azanae estate and the strange, elusive wizard who now heads the family.



IRDENSEYR LHAMGOS

The proverbial wolf in sheep's clothing, Irdenseyr Lhamgos is a breaker-of-hearts with a devilish smile and a kiss to die for.

Background: Many centuries ago there lived a wealthy man so lustful, so self-obsessed and so amoral that when he died - the victim of several irate husbands and fathers - his soul, rather than ascending to peaceful rest, spawned a demon imbued with a prodigious appetite for those same vices.

The incubus formed from Irdenseyr's spirit continues to live a wholly selfish and destructive existence revolving around its rapaciousness, the pursuit of personal gratification and the promotion of infidelity.

Irdenseyr enjoys weaving webs of deceit, betrayal and chaos among the populace so much that he has taken to living among them. He uses *change shape* to appear as a handsome thirty-something man who is an expert with both bow and blade. Posing as a ranger for hire, one of his favourite means of sowing anarchy is to be accepted as part of an adventuring group. He then forms intimate relationships with some (or even all) of his companions (irrespective of their gender), before luring them into acts of betrayal which inevitably end in broken hearts,

friendships sundered and lives ruined.

Irdenseyr never stays in one place or with one group of individuals for very long. He moves from village to town to city with persistent regularity to avoid suspicion or the detection of his true nature. By playing the act of a simple hunter, he is readily accepted into most communities and at first goes out of his way to earn the trust of everyone he meets. A thoroughly charming and plausible individual, he seduces hand-picked victims to receive what he terms "his blessing" – the kiss of an incubus. Irdenseyr particularly enjoys having females in his thrall and stirring up jealousy among male rivals. He lives for the chaos he creates – and is happy when destroying the marriage of a simple farmer or driving a wedge between nobles or members of an adventuring party. Irdenseyr's minions are those who have entered into a dark pact with him in order to receive his infernal blessing. In almost every city, town and village where Irdenseyr plies his "trade" there are at least one or two women – usually of some standing – who are under this nefarious creature's influence.

Personality: Irdenseyr is outwardly charming, witty and thoughtful. If he has a weakness, it is his vanity. Irdenseyr cannot

IRDENSEYR LHAMGOS

CR 15 (XP 51,200)

Incubus fighter 8

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., *detect good*; Perception +35, Sense Motive +18

Speed 30 ft., fly 50 ft. (average)

ACP 0; Acrobatics +12, Fly +22, Stealth +22

AC 37, touch 18, flat-footed 29; **CMD** 38; Dodge, Mobility (+7 Dex, +9 armour [+3 *mithral breastplate*], +3 shield [+2 *buckler*], +1 dodge, +7 natural)

Immune electricity, fire, poison; **Resist** acid 20, cold 10

Fort +17, **Ref** +18, **Will** +16 (+18 vs. fear); **SR** 18

hp 192 (16 HD); **DR** cold iron or good/10

Space 5 ft.; **Base Atk** +16; **CMB** +20

Melee +1 *longsword* +21/+16/+11/+6 (1d8+5/19-20) and claw +19 (1d6+2) or

Melee claw +20 (1d6+2) and claw +19 (1d6+2)

Ranged +2 *distance longbow* (range 220 ft.; Deadly Aim [-4 attack, +8 damage], Point Blank Shot, Precise Shot) +28/+23/+18/+13 (1d8+9/x3)

Atk Options Combat Reflexes, Greater Vital Strike, energy drain
Energy Drain (Su) Irdenseyr drains energy from a mortal he lures into an act of passion (such as a kiss). An unwilling victim must be grappled. His kiss bestows one negative level (DC 22 Fortitude removes) and has the effect of a *suggestion* (DC 22 Will negates), asking the victim to accept another act of passion.

Special Actions profane gift (1/day)

Profane Gift (Su) As a full-round action, Irdenseyr can grant a

profane gift to a willing humanoid by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of its choice. A profane gift enables Irdenseyr to communicate telepathically with the target across any distance (and he may use *suggestion* through it) and persists until removed by *dispel evil* or *dispel good*. Irdenseyr can remove the gift as a free action (which causes 2d6 Charisma drain to the victim, no save). A victim may not benefit from more than one profane gift at a time.

Spell-Like Abilities (CL 12th; concentration +20)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

Combat Gear *horn of evil*

Abilities Str 18, Dex 24, Con 22, Int 16, Wis 16, Cha 27

SQ armour training (2), bravery (+2), *change shape* (*alter self*, Small or Medium humanoid), weapon training (bows +1)

Feats Combat Reflexes, Deadly Aim, Dodge, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Mobility, Point Blank Shot, Precise Shot, Vital Strike, Weapon Focus (longbow), Weapon Specialisation (longbow)

Skills as above plus Bluff +19, Diplomacy +23, Disguise +19, Intimidate +19, Knowledge (planes) +14

Languages Abyssal, Celestial, Common, Draconic, *tongues*, telepathy 100 ft.

Gear as above plus *cloak of resistance* +3, *eyes of the eagle*, *boots of elvenkind*, jewellery (worth 1,000 gp), 23 gp

resist proving he is the best at whatever he does. Thus he often enters archery tournaments where his almost supernatural ability with the bow comes to the fore. He also has a fondness for gems and baubles of rare value and is not above stealing to enhance his own impressive collection.

Mannerisms: By a strange quirk of the arcane, Irdenseyr's true reflection is revealed by traditional lead-lined mirrors. Thus he goes to great pains to avoid them – feigning illness or inventing all manner of excuses to make his escape. Despite many attempts, Irdenseyr retains this irksome flaw no matter what form he assumes.

Distinguishing Features: Devilishly handsome, Irdenseyr prides himself on his appearance. He seldom assumes his true form – that of a hairless, horned and winged demon – unless fighting to the death (when appearances become irrelevant).

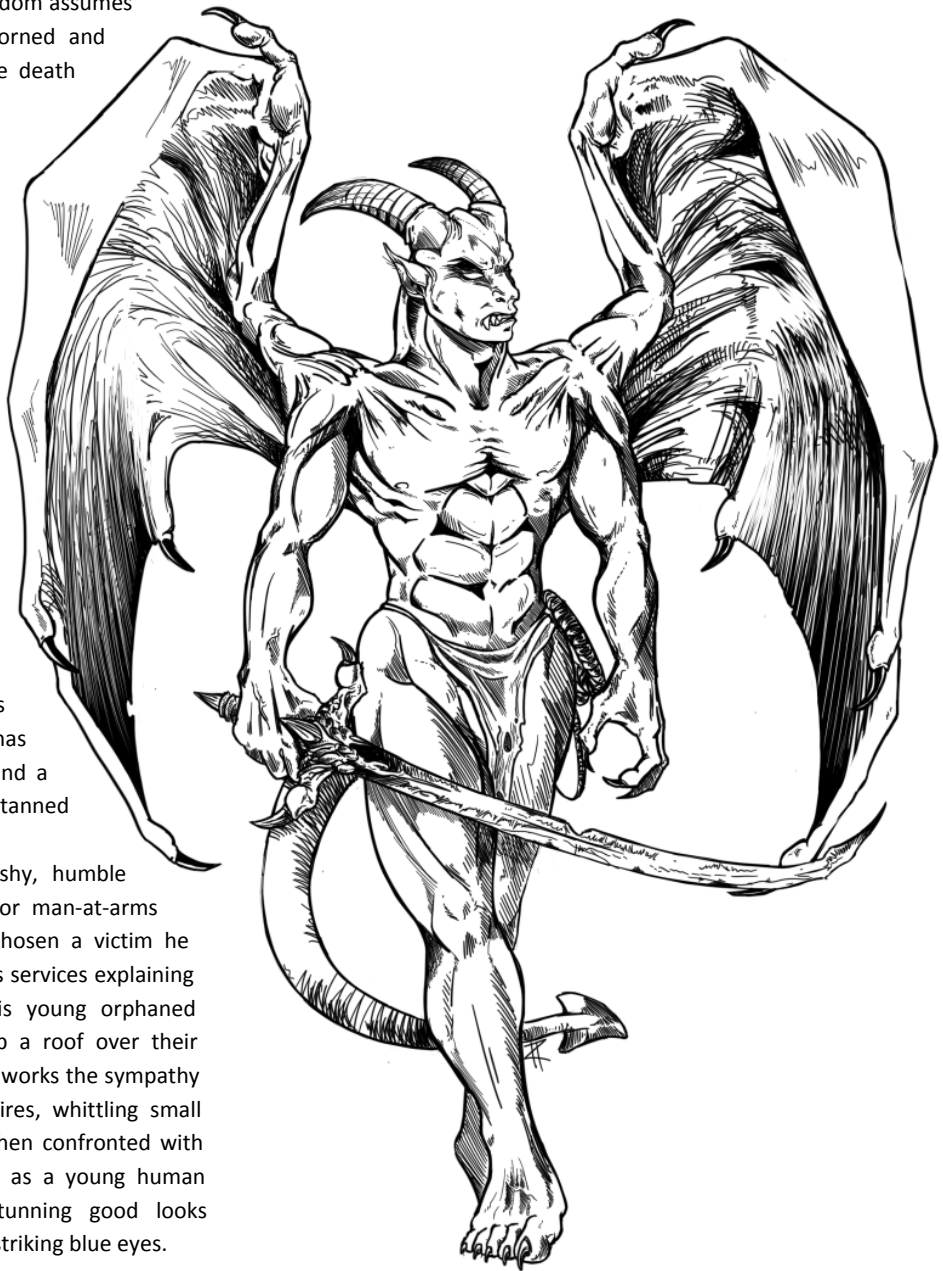
IRDENSEYR'S GUISES

Although he has the power to assume almost any form, Irdenseyr often uses one of the personas below. He always uses his real name – so his victims know who is responsible for their woes.

- **Forester:** Appearing as a simple, but devastatingly handsome forester, Irdenseyr wanders the woodlands and forests seeking out groups in need of his "aid". He often lurks out of sight until the group is in peril before appearing to save the day. He uses this pretext to join travellers whereupon he begins to seduce its female members. In this form he has long, black hair, piercing blue eyes and a rugged, muscular frame. He is heavily tanned and wears typical forester's gear.
- **Shy Warrior:** Assuming a painfully shy, humble demeanour Irdenseyr poses as a poor man-at-arms seeking employment. Once he has chosen a victim he seeks them out and haltingly offers his services explaining that he must find work so that his young orphaned nephews (Rhys and Solfan) can keep a roof over their heads. Once employed, he mercilessly works the sympathy angle – morosely staring into campfires, whittling small wooden figurines, appearing upset when confronted with other children and so on. Appearing as a young human male seemingly unaware of his stunning good looks Irdenseyr has fair skin, blond hair and striking blue eyes.

ADVENTURE SEEDS

PCs may have the misfortune to require an additional party member and a mischievous GM may decide that Irdenseyr fits the bill. Alternatively, a party member may compete against Irdenseyr with bow or blade at a fete, celebration or tourney. Irdenseyr may also be introduced to the party as "the man" who ruined a marriage or "ran off with my wife, sister, daughter, or friend" never to be seen again. Irdenseyr leaves a trail of emotional devastation in his wake and the chances are that, sooner or later, someone will want to make him pay.



PARARDAR LEVIEN

A foul abomination, the lifeless sorcerer Parardar is succumbing to the twin draconic lusts of conquest and gold.

In recent months, Parardar has ventured forth from his crumbling fortress to find recruits to fill the ranks of his burgeoning army. Once he has sufficient warriors, he intends to sack the closest towns and villages and lay the foundations of his own domain.

Background: Parardar Levien's mortal life began three hundred years ago when he was born into a well-to-do family headed by his alchemist father. Unbeknown to anyone in the family, his bloodline was very different to that of normal humans because, centuries earlier, an ancestor had enjoyed a tryst with a red dragon in human form.

Until Parardar's birth, this taint or blessing – depending on your view of life – had lain dormant. In Parardar, it came alive with shocking consequences. As a boy, he was sickly and

lethargic but on reaching his teenage years he started to enjoy excellent health and shook off all illnesses. He began to have strange dreams – echoes of the glorious past lives of his draconic ancestors. In these dreams, he saw towns and villages burning, experienced the awesome sensation of flight and gazed upon vast, incalculable hoards of glittering treasure.

Parardar soon realised these dreams were visions of his draconic ancestor's past and quickly understood that only he among the Levien family experienced them. Determined to ensure that only he claimed this draconic birthright he smothered his younger sister in her bed one night and, months later, poisoned his own mother. His grieving father he left alone while he learned all he could of the alchemist's trade.

As Parardar grew to manhood, further signs of his unique heritage began to manifest. For weeks his arms were wracked with indescribable pain which confined the young man to his

PARARDAR LEVIEN CR 16 (XP 76,800)

Male human lich sorcerer (draconic [red]) 15

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +28, Sense Motive +10

Speed 30 ft.; wings (fly 60 ft. [average])

ACP 0; Fly +20, Stealth +10

AC 26, touch 17, flat-footed 23; **CMD** 19; Deflect Arrows, Dodge (+2 Dex, +4 armour [extended *mage armour*], +3 deflection [ring of protection +3], +1 dodge, +1 insight [dusty red ioun stone], +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resist** fire 10

Fort +14, **Ref** +11, **Will** +14 (channel resistance +4)

hp 190 (205 with extended *false life*) (15 HD); **DR** bludgeoning and magic/15

Space 5 ft. (fear aura 60 ft.); **Base Atk** +7; **CMB** +6

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 15 rounds. A creature making the saving throw cannot be affected by his aura for 24 hours. This is a mind-affecting fear effect.

Melee Touch touch +6/+1 (1d8+7 negative energy plus paralyzing touch [DC 23 Fortitude negates] or

Melee Touch touch +6 (1d8+7 negative energy plus paralyzing touch [DC 23 Fortitude negates])

Melee claw +6 (1d6-1 plus 1d6 fire)

Paralysing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15

Heal check reveals the subject is not dead.

Atk Options claws 9/day

Special Actions breath weapon (30-foot cone, 15d6 fire, DC 23 Reflex halves)

Sorcerer Spells Known (CL 15th; concentration +21 (+25 casting defensively or when grappled); ranged touch +9; Empower Spell, Extend Spell, Quicken Spell, bloodline arcana [fire])

7th (4/day)—*form of the dragon II*, *project image*, *spell turning*

6th (7/day)—*disintegrate* (DC 23), *form of the dragon*, *greater dispel magic*, *true seeing*

5th (7/day)—*cloudkill* (DC 22), *cone of cold* (DC 22), *feeblemind* (DC 22), *spell resistance*, *teleport*

4th (7/day)—*dimension door*, *enervation*, *fear* (DC 21), *greater invisibility*, *stone shape*

3rd (7/day [6 remaining])—*displacement*, *fireball* (DC 20; +10 damage), *fly*, *lightning bolt* (DC 20), *protection from energy*

2nd (8/day [7 remaining])—*blur*, *false life*, *glitterdust* (DC 19), *mirror image*, *see invisibility*, *resist energy*

1st (8/day)—*disguise self*, *expeditious retreat*, *mage armour*, *magic missile*, *shield*, *true strike*

0 (6/day)—*acid splash*, *bleed* (DC 17), *dancing lights*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *prestidigitation*, touch of fatigue (DC 17), *read magic*

Combat Gear *scroll of acid fog* and *prismatic wall*, *staff of fire* (25 charges)

Abilities Str 8, Dex 14, Con —, Int 14, Wis 12, Cha 24

SQ rejuvenation

Feats Combat Casting, Deflect Arrows, Dodge, Eschew Materials^B, Empower Spell, Extend Spell, Improved Initiative^B, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Quicken Spell^B, Toughness

Skills as above plus Knowledge (arcana) +20, Spellcraft +20

Languages Abyssal, Common, Draconic, permanent *telepathic bond* (Sygaxmere)

Gear as above plus *cloak of resistance* +2, *headband of alluring charisma* +2

bed until, one day, the suffering abruptly ended and he found he could bring forth claws. Now convinced of his birthright and destiny, Parardar slew his father. With that final sacrifice, his draconic pact was sealed, and it unleashed within the young man sorcerous abilities which, at first, he struggled to control.

Hiding away for months, he battled to gain mastery over the mysterious energies flowing within him. Eventually, his intellect and force of will overcame the magical powers which threatened to consume him, but the process robbed the driven young man of what little humanity he had left. Loading all the worldly wealth his family possessed onto a wagon, he set off to find a secluded place from where he could continue his studies.

After several months, Parardar settled in the ruins of an ancient hill fort far from civilisation, only returning to nearby settlements for essential supplies. As the years passed, he became a supremely powerful sorcerer but, in spite of his magical prowess and his unusual bloodline, he was unable to halt the inevitable ageing of his weak human form. Desperate to prolong his existence in order to master his draconic heritage, he undertook the lengthy, complicated and costly ritual to transform himself into a lich. With the ritual complete, Parardar found that it had granted him unusual boons – the ability to breathe fire as his forebear and to sprout wings.

Personality: For almost two centuries, the lich-sorcerer has lived a reclusive existence – content with his studies and dealing with travellers and intruders alike with ruthless efficiency. Parardar has been without company for so long that he has forgotten how to be around others and he rarely speaks other than to utter an incantation or when reading aloud from some forbidden, eldritch tome.

However, something of his kin is now stirring within him – the pursuit of the earthly treasures so coveted by dragons.

Mannerisms: Parardar is determined to fulfil his draconic destiny and, as such, has begun to exhibit bizarre patterns of behaviour. For example, he has taken to sleeping, as a dragon would, amid the growing pile of treasures looted from unfortunate travellers straying too close to his lair.

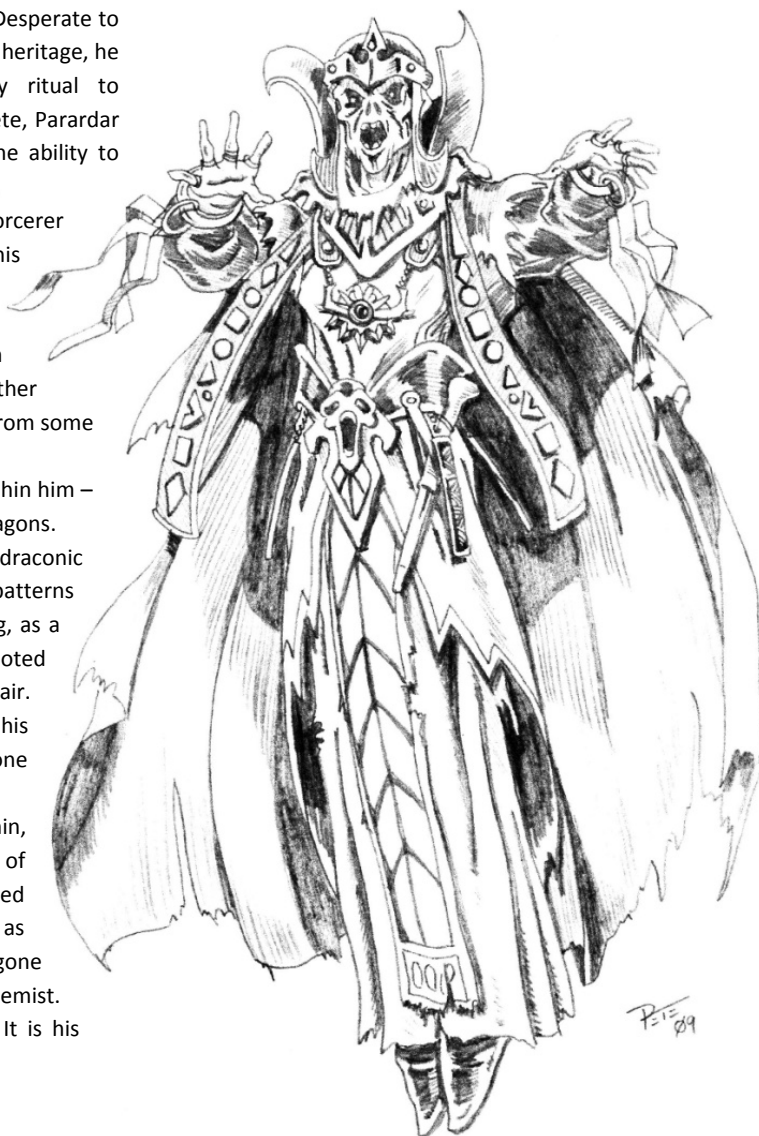
He also has the unnerving habit of speaking to his long-dead father in a very dismissive and chiding tone when attempting various alchemical experiments.

Distinguishing Features: Tall and impossibly thin, Parardar exudes an aura of power – a potent mix of sorcerous might and draconic menace transmitted through the blood-red pin-pricks of light that serve as his eyes. He dresses in the tattered robes of a bygone era and is adorned with the tools of wizard and alchemist. He is never without his wondrous magical circlet. It is his most prized possession.

ADVENTURE SEEDS

The PCs may encounter Parardar when they wander too close to his hidden lair. The lich approaches them and demands their fealty in exchange for their miserable lives. If they refuse, he attacks. If they drive him away, he marks them for vengeance.

Alternatively, the PCs could be investigating whispered rumours of a rising evil. Following the trail of the mercenary bands flocking to serve Parardar they discover that his hill fort lair has been transformed into a vast armed camp. The PCs must infiltrate the camp, find Parardar and crush him before the undead sorcerer unleashes his minions in an orgy of blood and suffering.



KORAVEL NAHEL

The founder and head of a secretive cabal of werewolf druids, Koravel has carved out a substantial forest kingdom but is slowly losing control of his mind to the beast lurking in his very mind.

A natural lycanthrope and a druid of surpassing power, Koravel Nahel is fanatical in his devotion to the protection of nature in all her savage, uncaring glory.

Background: Koravel never asked to be different, he was born that way. Indeed, he arrived screaming and wailing into the arms of a family whose blood had been tainted for centuries by the curse of lycanthropy. One of Koravel's ancestors – a skilled hunter named Rannech – was left for dead when a werewolf attacked his family's cabin and slaughtered his wife and three young children. Overcome with grief at his loss, he tracked down the creature on a night when the full moon once again hung in a cloudless sky. Rannech then transformed into a slavering beast and slew the thing which had taken away his humanity.

Koravel's ancestor went on to have another family and his descendents have carried the "moon curse," as the Nahel clan

now term their heritage, ever since. To the outside world, the Nahels are mere trappers, fur traders and fishermen. They guard their secret well. Koravel, however, is different. In a now forgotten tongue, Nahel means "pack".

Koravel revels in his primal heritage and left his homestead more than eight decades ago. Over the years he has lived an almost feral existence in his woodland home and has become a figure of immense power and influence.

Some forty years ago, Koravel founded a secretive cabal of druids known as Rannech's Brethren. These men and women – once idealistic young woodland wardens – were corrupted by Koravel's honeyed promises of power and a closer bond with the natural world. Each has now given themselves willingly to the curse by allowing Koravel to taste of their flesh. According to Koravel's twisted doctrine, were-creatures are nature's highest form of evolution: the supreme predators. Feeding on the flesh of humans is considered natural by members of Rannech's Brethren, who grow more wild and inhumane with each passing season. Despite their corruption, Koravel's druids remain

KORAVEL NAHEL (NORMAL FORM) CR 19 (XP 204,800)

Male half-elf natural werewolf druid 19

NE Medium humanoid (augmented humanoid, elf, human)

Init +5; **Senses** low-light vision; Perception +38, Sense Motive +11

Speed 40 ft., base speed 30 ft.; trackless step, woodland stride

Woodland Stride (Ex) Koravel can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects him.

ACP 0; Acrobatics +6 (+10 jumping)

AC 20, touch 15, flat-footed 19; **CMD** 32

(+1 Dex, +4 deflection [*ring of deflection* +4], +5 natural [extended *barkskin*])

Immune poison

Fort +18, **Ref** +11, **Will** +22; +2 vs. enchantments, +4 vs. fey's spell-like abilities and supernatural abilities

hp 184 (19 HD)

Space 5 ft.; **Base Atk** +14; **CMB** +17 (+19 grapple)

Melee unarmed strike +18/+13/+8 (1d3+4 nonlethal)

Atk Options Greater Grapple, Improved Grapple

Special Actions change shape, wild shape (8/day; *beast shape III*, *elemental body IV*, *plant shape III*, Natural Spell)

Change Shape (Su) Koravel has three forms (humanoid, animal and hybrid) which he can shift between as a move action. His equipment does not meld with the new form between humanoid and hybrid forms but does between these forms and animal form.

Druid Spells Prepared (CL 19th; concentration +29 [+33 casting defensively or grappling]; share spells)

9th—*foresight*, *mass cure critical wounds*, *shambler*, *storm of vengeance* (DC 28)

8th—*earthquake*, *finger of death* (DC 27), *reverse gravity*, *word of recall*

7th—*control weather*, *creeping doom* (DC 26), *fire storm* (DC 26), *heal*, *wind walk*

6th—*find the path*, *fire seeds* (DC 25), *greater dispel magic* (2), *wall of stone*

5th—*baleful polymorph*, *call lightning storm* (DC 24), *control winds*, *death ward*, *stoneskin*, *wall of thorns*

4th—*air walk*, *cure serious wounds* (3), *flame strike*, *rusting grip*

3rd—*call lightning* (DC 22), *cure moderate wounds*, extended *barkskin*, *protection from energy* (2), *water breathing*

2nd—*animal messenger*, *barkskin*, *fog cloud*, *lesser restoration* (2), *tree shape*

1st—*cure light wounds* (4), *endure elements*, *faerie fire*, *speak with animals*

0—*create water*, *detect magic*, *light*, *stabilize*

Abilities Str 16, Dex 12, Con 17, Int 10, Wis 28, Cha 14

SQ lycanthropic empathy (wolves), multitiered, nature bond (animal companion), nature sense, timeless body, wild empathy +21 (+17 vs. magical beasts)

Feats Alertness, Combat Casting, Extend Spell, Great Fortitude, Greater Grapple, Improved Grapple, Improved Initiative, Lightning Reflexes, Natural Spell, Skill Focus (Perception)⁸, Toughness

Skills as above plus Diplomacy +2 (+6 vs. wolves), Handle Animal +14, Knowledge (geography) +13, Knowledge (local) +12, Knowledge (nature) +20, Survival +28

Languages Common, Druidic, Elven, link

Gear as above plus *belt of physical might* +4, *headband of inspired wisdom* +6, *boots of striding and springing*, *amulet of mighty fists* +1, *cloak of resistance* +2, spell component pouch, holy symbol, 2 gp

devoted to nature – working together to protect their homeland against any and all perceived threats (which include incursions by tribes of orcs, excessive logging and even the pollution of waterways by the region's nascent industry).

Personality: Originally, Koravel saw himself as the father-figure of a group of like-minded guardians of the wild – using their atavistic nature to protect the woodland and creatures dwelling within it. Over the years, however, Koravel has slowly surrendered to the beast within and much of his human personality has now been replaced by more base instincts. He is quick to anger and tends now to think only in terms of the basic needs of his "family."

Koravel's bestial nature, combined with his love of nature, and in particular the grey wolves of the deep woods, have led him down a very dark path. Unable to feel any connection with other humanoids – except his closest companions – he has formed a deep (and inappropriate) relationship with his wolf animal companion. To Koravel, Shadow is his mate; savage and terrible retribution is swiftly meted out to any who dare harm her.

Mannerisms: Koravel now lives like the creature he reveres, foregoing all the comforts of a more civilised human existence. He discharges his bodily functions and sleeps wherever he pleases – be that under a tree, in a cave or under the stars. At night, when the wolves howl, Koravel has taken to stripping naked and joining their haunting chorus.

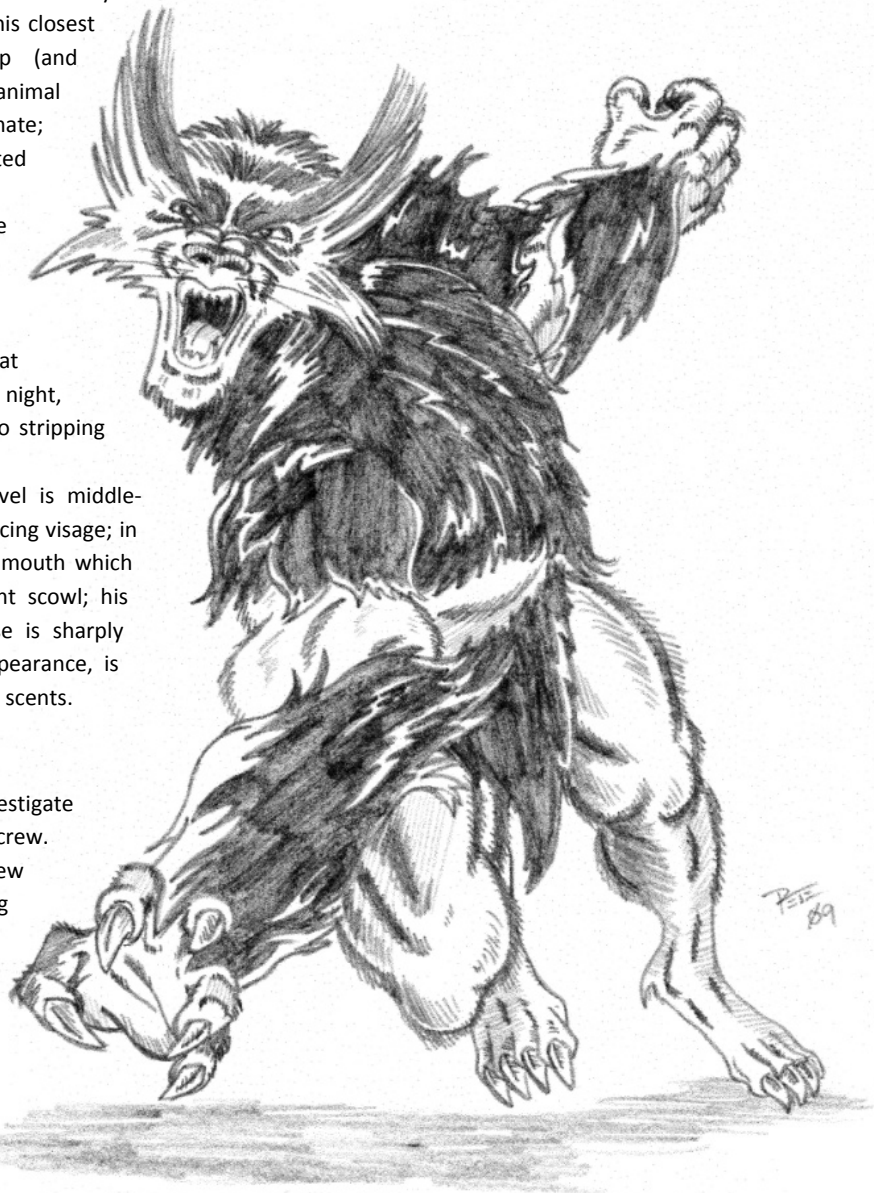
Distinguishing Features: Although Koravel is middle-aged he looks much younger. He has a menacing visage; in human form his teeth seem too big for his mouth which gives him what appears to be a permanent scowl; his eyebrows meet in the centre and his nose is sharply pointed. Koravel, caring nothing for his appearance, is unkempt and reeks of body odour and animal scents.

ADVENTURE SEEDS

Lumber merchants may hire the PCs to investigate the disappearance of a six-strong logging crew. The group, sent to begin operations in a new area of woodland bordering a fast-flowing river, have been missing for three weeks. Unbeknown to the merchants, the area infringed on the Brethren's domain. Two days after the first trees were felled, Koravel and his druid allies fell upon the loggers and slew them all. PCs visiting the logging camp find no bodies but traces of blood and evidence of a massacre.

Alternatively, the PCs could be investigating rumours of a particularly powerful and fearless wolf pack that has recently migrated into the area. The pack has already fallen upon several isolated farmsteads, slaying all who cowered within. The PCs quickly discover that the wolves have also utterly destroyed a clan of goblins living in a series of deep forest caves. The goblins served the green dragon Balavaer Calaunrurr who was also slain in the battle. Investigation of the dragon's corpse reveals massive burns over much of her body and a welter of deep slashing wounds.

Such aggressive behaviour is out of character for wolves and hints at some kind of deeper purpose and power behind their actions.



RANNECH'S BRETHREN

The Brethren are at heart blood-thirsty savages and under the full moon's influence their true bestial nature asserts itself. They live a nomadic existence, roaming through the woodlands in the company of the grey wolf pack who act as both protectors and hunting partners. Other creatures of the wild tolerate them but do not have the kind of close relationships which other creatures form with druids. Koravel and his minions tell themselves this is simply a manifestation of the fear shown by lesser creatures to those at the top of the food chain.

Koravel has five druid minions:

KORAVEL NAHEL (HYBRID FORM) CR 19 (XP 204,800)

Male half-elf natural werewolf druid 19

NE Medium humanoid (augmented humanoid, elf, human)

Init +6; **Senses** low-light vision; Perception +38, Sense Motive +11

Speed 40 ft., base speed 30 ft.; trackless step, woodland stride

Woodland Stride (Ex) Koravel can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects him.

ACP 0; Acrobatics +7 (+11 jumping)

AC 23, touch 16, flat-footed 21; **CMD** 34

(+2 Dex, +4 deflection [*ring of deflection* +4], +7 natural [extended *barkskin* {+5}])

Immune poison

Fort +19, **Ref** +12, **Will** +22; +2 vs. enchantments, +4 vs. fey's spell-like abilities and supernatural abilities

hp 203 (19 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +14; **CMB** +18 (+20 grapple)

Melee bite +19/+14/+9 (1d6+7 plus trip and curse of lycanthropy)

Atk Options Greater Grapple, Improved Grapple, curse of lycanthropy, trip

Trip (Ex) If Koravel hits with his bite attack, he can attempt to trip his opponent as a free action without provoking attacks of opportunity. If this attempt fails, he is not tripped in return.

Curse of Lycanthrope (Su) Koravel's bite attack infects a humanoid target with lycanthropy (DC 15 Fortitude negates)

Special Actions change shape, wild shape (8/day; *beast shape III*, *elemental body IV*, *plant shape III*, Natural Spell)

Change Shape (Su) Koravel has three forms (humanoid, animal and hybrid) which he can shift between as a move action. His equipment does not meld with the new form between humanoid and hybrid forms but does between these forms and animal form.

Druid Spells Prepared (CL 19th; concentration +29 [+33 casting defensively or grappling]; share spells)

9th—*foresight*, *mass cure critical wounds*, *shambler*, *storm of vengeance* (DC 28)

8th—*earthquake*, *finger of death* (DC 27), *reverse gravity*, *word*

- **Massen Faull (NE male human afflicted werewolf druid 13):** A devoted acolyte of Koravel, Massen is the werewolf's most trusted humanoid companion and his first "creation." Now in his late middle-age, Massen spends little time actively hunting, instead watching over the grey wolf pack accompanying the werewolves. Massen has begun to think of suggesting to Koravel that the pack should revive one of the ancient places of worship they sometimes uncover in the deep woods. He feels drawn to these locations and has spent many hours communing among their moss-wreathed, brambled-choked precincts. The most cerebral of the pack, Massen is often the butt of jokes targeting his serious, thoughtful demeanour.

of recall

7th—*control weather*, *creeping doom* (DC 26), *fire storm* (DC 26), *heal*, *wind walk*

6th—*find the path*, *fire seeds* (DC 25), *greater dispel magic* (2), *wall of stone*

5th—*baleful polymorph*, *call lightning storm* (DC 24), *control winds*, *death ward*, *stoneskin*, *wall of thorns*

4th—*air walk*, *cure serious wounds* (3), *flame strike*, *rusting grip*

3rd—*call lightning* (DC 22), *cure moderate wounds*, extended *barkskin*, *protection from energy* (2), *water breathing*

2nd—*animal messenger*, *barkskin*, *fog cloud*, *lesser restoration* (2), *tree shape*

1st—*cure light wounds* (4), *endure elements*, *faerie fire*, *speak with animals*

0—*create water*, *detect magic*, *light*, *stabilize*

Abilities Str 18, Dex 15, Con 19, Int 10, Wis 28, Cha 14

SQ lycanthropic empathy (wolves), multit talented, nature bond (animal companion), nature sense, timeless body, wild empathy +21 (+17 vs. magical beasts)

Feats Alertness, Combat Casting, Extend Spell, Great Fortitude, Greater Grapple, Improved Grapple, Improved Initiative, Lightning Reflexes, Natural Spell, Skill Focus (Perception)^B, Toughness

Skills as above plus Diplomacy +2 (+6 vs. wolves), Handle Animal +14, Knowledge (geography) +13, Knowledge (local) +12, Knowledge (nature) +20, Survival +28

Languages Common, Druidic, Elven, link

Gear as above plus *belt of physical might* +4, *headband of inspired wisdom* +6, *boots of striding and springing*, *amulet of mighty fists* +1, *cloak of resistance* +2, spell component pouch, holy symbol, 2 gp

When in animal form, Koravel has the following altered statistics:

Senses low-light vision, scent

Speed 60 ft., base speed 50 ft.

Acrobatics +6 (+18 jumping)

CMD 34

CMB +19 (+21 grapple)

Melee bite +20/+15/+10 (1d6+8 plus trip and curse of lycanthropy)

Abilities Str 20

- **Jory Endean (NE male human afflicted werewolf druid 10/ranger 3):** A skilled tracker as well as a druid of power, Jory survived his initial encounter with the pack, managing to flee the woods before being overcome. The very next full moon, the werewolf's curse took him and after slaughtering all those slumbering in the same inn he fled into the woods. Drawn by the howls of the pack and the throb of his new shared heritage, he joined his new family. Always fascinated by wolves, he is an enthusiastic member of the pack and has gratefully embraced his new life. Jory still has friends among the rangers and druids frequenting the woodlands, who are unaware of his new status. Careful not to slay those yet of use to him, he often shares their fires — swapping stories of matters of import in the local area. In this way, he becomes quickly aware of any growing threats to the pack's existence.
- **Ebrel Odgers (NE female human afflicted werewolf druid 9/sorcerer [fey] 5):** Drawn to the woods by the calling of her long-dormant fey heritage, Ebrel is passionate in the defence of the woodlands from all encroaching threats. If anything, she is more merciless in her dealings with outsiders than Koravel. In human form, Ebrel is beautiful and often stalks the woods in search of loggers and other trespassers to seduce. These trysts are always fatal for her partner as she transforms into a wolf at the culmination of their love-making.
- **Talan Nehus (NE male human afflicted werewolf ranger 4/druid 7):** The son of a logger slain by Koravel two decades

ago, Talan was spared because he showed no fear in the face of the blood-splattered werewolf. In truth, Talan hates Koravel for the death of his family, but is not suicidal enough to strike at his sire. Rather, Talan bides his time, waiting the moment when his long-harboured dreams of revenge finally become a reality. To Talan's shame he enjoys the power and freedom that comes with his transformation, and often ranges through the woods for days in wolf form. When wandering thus, he rarely attacks travellers instead tracking them for many miles. Sometimes, he stealthily enters their camp at night and leaves tracks and other unmistakable signs of his presence to terrify the travellers when they wake.

- **Rensah Lyithar (NE female elf afflicted werewolf druid 7/bard 6):** A child of the woods and a student of ancient lore, Rensah was drawn to Koravel by a primal love of the atavistic forces coursing through his veins. In truth, her love for Koravel is as deep as her tastes are depraved. She resents Koravel's attachment to Shadow, and although she fears to strike at the wolf directly she has no compunction entertaining Koravel when his tastes allow. She would gladly sacrifice herself for Koravel and if a fight goes badly for the pack, she hurls herself at those nearest to her love so that he might retreat. She cares nothing for Shadow — and doesn't help the wolf if it is in trouble, instead hoping that she will replace it in Koravel's affections.

SHADOW (WOLF COMPANION)

CR — (XP 0)

N Large animal

Init +9; **Senses** low-light vision, scent; Perception +9, Sense Motive +1

Speed 50 ft.

ACP 0; Acrobatics +5 (+13 jumping), Stealth +9

AC 31, touch 15, flat-footed 25; **CMD** 37 (41 vs. trip); Dodge, Mobility

(-1 size, +5 Dex, +1 dodge, +16 natural)

Fort +13, **Ref** +14 (improved evasion), **Will** +8; +4 vs. enchantment spells and effects

hp 142 (15 HD)

Space 10 ft.; **Base Atk** +11; **CMB** +21

Melee bite +20/+15 (2d6+13 plus trip)

Atk Options Combat Reflexes

Trip (Ex) If Shadow hits with her bite attack, she can attempt to trip her opponent as a free action without provoking attacks of opportunity. If this attempt fails, she is not tripped in return.

Abilities Str 29, Dex 20, Con 19, Int 2, Wis 12, Cha 6

SQ trained (combat [attack, come, defend, down, guard, heel], hunting [attack, down, fetch, heel seek, track], attack), devotion

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (bite), Iron Will, Mobility, Toughness, Weapon Focus (bite)

Skills as above plus Survival +9



REXAL UREXIN

The scourge of the seas, Rexal is an unrelentingly vicious pirate captain who spends his ill-gotten gains in orgies of booze-fuelled gambling and whoring as quickly as he seizes them.

In recent years, Rexal's reputation for butchery and daring has grown and this vicious pirate captain now commands three vessels operating from a hidden cove. His small fleet is a constant threat to merchant shipping; he has even led his pirates in daring raids against several coastal towns and sacked the estates of four minor nobles.

Some pirates make monies from ransoming prisoners – but Rexal considers this a sign of weakness. Not a man, woman or child is left alive when Rexal's cut-throats board a vessel. The minotaur's pursuit of plunder is boundless because he has a supreme knack for quickly squandering any wealth he acquires on booze, whores and at the gambling tables.

Background: Sailor, brawler and mercenary for hire, Rexal is a warrior-born. As at home on a ship as he is on dry land, the minotaur is a colossal, intimidating figure – large even by the standards of his own race. As a low-born youth, Rexal was destined for a life of back-breaking graft but abandoned his kin

at a young age to join the crew of a merchant ship.

A fast-learner, extremely strong and surprisingly agile, he excelled at the art of seamanship and rose quickly to become the first mate of *The Squall*. When pirates captured his ship, Rexal threw his lot in with them. This was the moment the young warrior had been waiting for. No more a mere sailor, he was free to battle, plunder and grow rich.

For seven years, Rexal cut a bloody swathe through the oceans as second mate on the pirate vessel *The Scourge*. During that time, he became known as the most savage pirate under the command of captain 'Gentleman' Jandiz. Always first into the fray, Rexal revelled in the chaos of battle – being happiest when surrounded by enemies. His favoured weapon is the greataxe, the blade of which he licks clean after combat. Having amassed a small personal fortune, Rexal slipped into Jandiz's cabin one night, trussed his doomed captain to the mast and subjected him to two days of horrific, savage torture before staking his claim to *The Scourge*.

Personality: Rexal is a beast, plain and simple. He has no redeeming features. He is uncouth, smelly and driven by the pursuit of personal gratification. He has no concept of planning

REXAL UREXIN	CR 13 (XP 25,600)
Male advanced minotaur barbarian 8 CE Large monstrous humanoid	
Init +7; Senses darkvision 60 ft.; Perception +24, Sense Motive +3	
Speed 50 ft., base speed 40 ft.	
ACP -1; Acrobatics +18 (+26 jumping), Climb +25, Stealth +3, Swim +19	
AC 28, touch 13, flat-footed 28 (natural cunning); CMD 38; improved uncanny dodge, uncanny dodge, +2 vs. traps (-1 size, +3 Dex, +8 armour [+2 mithral breastplate], +1 deflection [ring of protection +1], +7 natural)	
Immune maze	
Fort +17, Ref +10 (+12 vs. traps), Will +10	
hp 191 (14 HD); DR -/1	
Space 10 ft.; Base Atk +14; CMB +24(+26 bull rush)	
Melee +2 greataxe (reach 10 ft.) +25/+20/+15 (3d6+15/19-20 x3) and gore (reach 10 ft.) +17 (1d6+4)	
Ranged heavy crossbow (range 120 ft.) +16 (1d8/19-20)	
Atk Options Improved Bull Rush, Power Attack (-4 attack, +8 damage [+4 gore, +12 greataxe, powerful charge]), powerful charge (gore +24, 2d6+13 damage), rage (31 rounds)	
Powerful Charge (Ex) When Rexal makes a charge, he deals extra damage with his gore attack.	
Combat Gear 10 bolts, <i>potion of cure serious wounds</i> (2), <i>potion of fly</i>	
Abilities Str 28, Dex 16, Con 24, Int 11, Wis 16, Cha 10	
SQ fast movement, improved uncanny dodge, natural cunning, rage powers (powerful blow +2, quick reflexes, renewed	

vigour 2d8+7, unexpected strike), trap sense (+2), uncanny dodge

Natural Cunning (Ex) Rexal possess innate cunning and logical ability that gives him immunity to *maze* spells and prevents him from becoming lost or flat-footed.

Feats Extra Rage, Great Fortitude, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Power Attack, Weapon Focus (greataxe)

Skills as above plus Linguistics +1, Profession (sailor) +9, Survival +12

Languages Common, Giant

Gear as above plus *boots of striding and springing*, 12 gp

When raging, Rexal has the following modified statistics:

ACP -1; Climb +27, Swim +21

AC 26, touch 11, flat-footed 26 (natural cunning); **CMD** 40; improved uncanny dodge, uncanny dodge, +2 vs. traps (-1 size, -2 class, +3 Dex, +8 armour [+2 mithral breastplate], +1 deflection [ring of protection +1], +7 natural)

Fort +19, **Will** +12

hp 219

CMB +26(+28 bull rush)

Melee +2 greataxe (reach 10 ft.) +27/+22/+17 (3d6+18/19-20 x3) and gore (reach 10 ft.) +19 (1d6+5)

Atk Options powerful charge (gore +26, 2d6+16 damage), rage (31 rounds; powerful blow +2, quick reflexes, unexpected strike)

Special Actions renewed vigour (2d8+7)

Abilities Str 32, Con 28

for the future – living only for the next kill, pay-day or tavern. He has a drinking problem – although he doesn't understand it – and is even more dangerous and unpredictable when drunk.

Possessed of a violent temper, Rexal is anything but a gracious loser and rarely leaves a den of ill-repute without having started (and ended) a brawl.

Mannerisms: A boastful individual who likes to shock people, Rexal is not averse to biting the heads off small animals, drinking incredible amounts of ale without taking a breath or demonstrating his immense strength – such as lifting full barrels over his head and then throwing them at incredulous onlookers. Rexal has a saying, taken from the motto of his favourite brewery, which he is fond of repeating when in melee. "Life is short" he roars, before laughing maniacally as he hurls himself into the slaughter.

Distinguishing Features: Rexal's body odour could fell an ox.

The only time he spends on his own appearance is devoted to sharpening his weapons. His broad upper-body is a mesh-work of old scars – most of which are on his front – which is testament to the fact that the minotaur has a flagrant disregard for his personal safety and is quite content to soak up blows, safe in the knowledge that his remarkable strength and constitution will ultimately prevail.

REXAL'S CREW

Over the last seven years, Rexal has gathered a fearsome band of hard-bitten pirates under his banner.

Notable followers include:

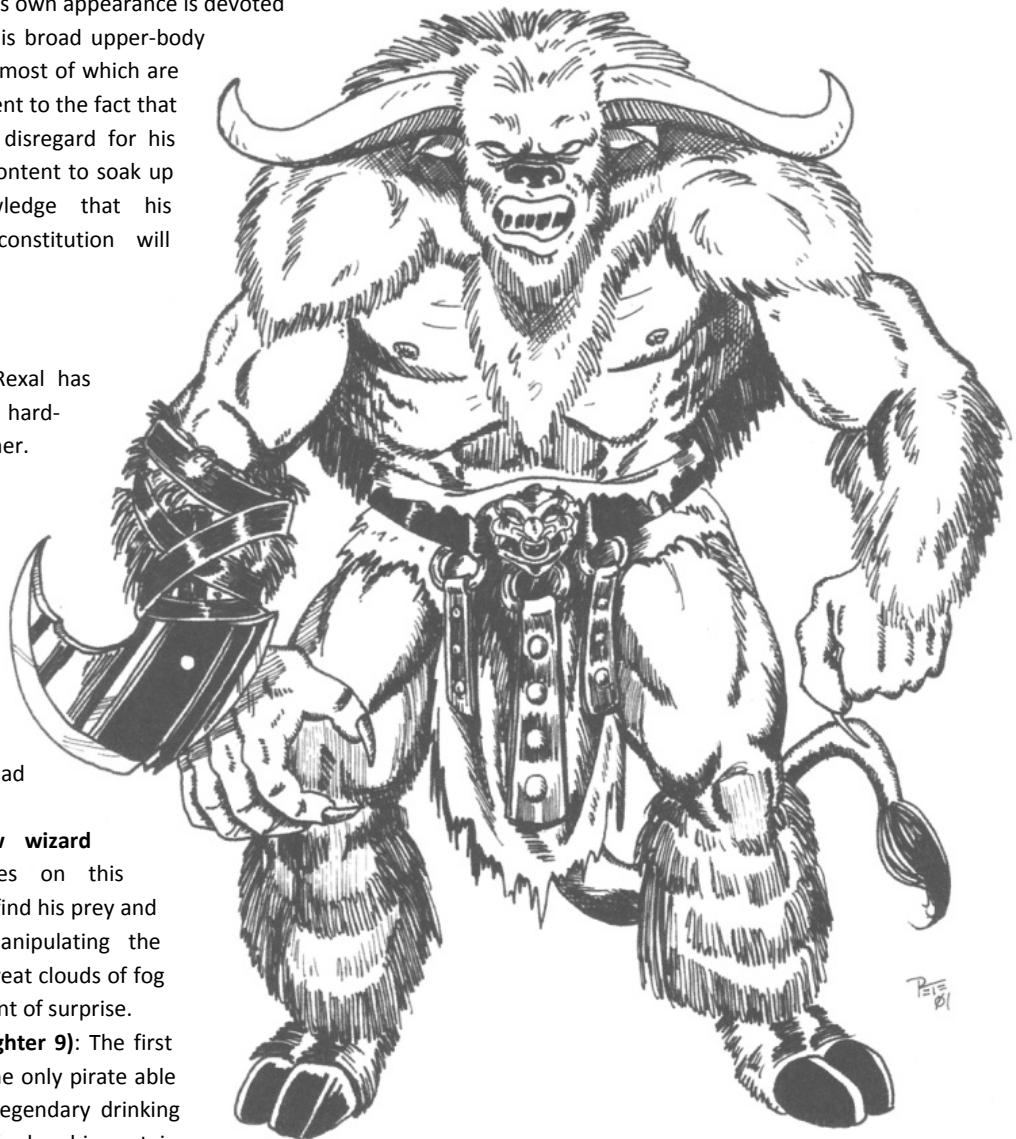
- **Alley the Sneak (NE male human bard 4/rogue 6):** A consummate spy and ladies man, Alley moves from port to port garnering information on the rich pickings to be had from merchant ships.
- **The Eye (CE male drow wizard [diviner] 11):** Rexal relies on this powerful dark elf diviner to find his prey and to aid his attacks by manipulating the elements and summoning great clouds of fog to give his vessels the element of surprise.
- **Tusker (CE male half-orc fighter 9):** The first mate on *The Scourge* and the only pirate able to keep up during Rexal's legendary drinking sessions, Tusker is as depraved as his captain.

While a capable pirate and driven by his desire to possess his own crew, he is not suicidal and therefore harbours no desire to challenge Rexal for *The Scourge*.

ADVENTURE SEEDS

PCs could encounter Rexal during one of his wrecking sprees in a tavern or whorehouse and attempt to capture, knock-out or kill the brute. If they succeed, Alley the Sneak rallies Rexal's crews and the party could be in for a very tough fight.

Alternatively, the PCs may be aboard a vessel attacked by *The Scourge* or one of Rexal's other ships. As the minotaur captain's villainy escalates, the authorities may, of course, see fit to equip a vessel carrying a band of experienced adventurers for the specific purpose of bringing Rexal's reign of terror to an end.



CALAUNFEL WYRXIN

Condemned to death for a crime he didn't commit, this bitter creature is hell-bent on wreaking vengeance on the living.

Most mummies are specifically created to guard burial places. In contrast, Calaunfel Wyrxin exists because his spirit raged against those who murdered and entombed him amid ritual and superstition. Created by the murderous, but ultimately misdirected vengeance, of terrified peasants Calaunfel Wyrxin is obsessed with vengeance against all those who doomed him to unimaginable torments.

Background: In life, Calaunfel was a sorcerer of limited power whose devotion to dragons condemned him to an unspeakable end. At the age of 12 he was cast out of his village – his father accusing the boy of being possessed. Although ultimately wrong, his father wasn't far from the truth as within Calaunfel strange powers were stirring – the result of a union

between a copper dragon and one of the boy's long-dead ancestors. Alone and friendless, it was the innate strength of his draconic predecessors that enabled Calaunfel to survive the first few harsh years in the wilderness. Over the years, his draconic ancestry began to manifest itself and eventually he became virtually self-sufficient, living a reclusive existence in a cave in the foothills a few miles from a small town. The walls of the cave he daubed with paintings of fierce, acid-spewing monsters which had once ruled the skies. His body covered in tattoos and his eyes blazing with strange devotion to his draconic forebears, he was shunned for his strange ways and lived the life of a hermit.

Calaunfel's only real contact with the outside world was when he would occasionally visit the town for supplies. After one such visit, during which Calaunfel had unwisely become embroiled in an altercation with a trader, tragedy struck the town. A renegade green dragon (Eirraul Anthar) attacked the

CALAUNFEL WYRXIN

CR 17 (XP 102,400)

Male human mummy fighter 2/sorcerer (draconic [copper])
2/dragon disciple 8

LE Medium undead

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +16, Sense Motive +2

Speed 20 ft.; wings

Wings (Su) Calaunfel can grow dragon wings (fly 60 ft., average manoeuvrability) as a standard action.

ACP 0; Acrobatics +3 (-1 jumping), Climb +17, Fly +17, Stealth +14

AC 32, touch 18, flat-footed 28; **CMD** 41

(+3 Dex, +4 deflection [*ring of deflection* +4], +1 dodge, +14 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** acid 10; **Weakness** vulnerable to fire

Fort +19, **Ref** +8, **Will** +17

hp 311 (20 HD); **DR** —/5

Space 5 ft. (aura of despair 30 ft.); **Base Atk** +14; **CMB** +27 (+29 grapple)

Aura of Despair (Su) Creatures within 30 ft. of Calaunfel that see him must make a DC 23 Will save or be paralysed by fear for 1d4 rounds. A creature cannot be affected by his despair aura for another 24 hours. This is a paralysis and a mind-affecting fear effect.

Melee slam +30 (1d8+21 plus mummy rot [save Fort DC 23; onset 1 minute; frequency 1 day; effect 1d6 Con and 1d6 Cha; cure —])

Mummy Rot (Su) Mummy rot is both a curse and disease and can only be cured if the curse is first removed. Only then can the disease be magically removed; a creature cannot recover from mummy rot naturally over time. Anyone

casting a conjuration (healing) spell on the afflicted creature must make a DC 20 caster level check or the spell is wasted (and has no effect). A character dying from mummy rot requires a *resurrection* or *true resurrection* to return to life.

Atk Options Blind Fight, Cleave, Combat Reflexes, Improved Grapple, Improved Vital Strike, Power Attack (-6 attack, +12 damage, +18 with slam), claws (12/day, magic; dragon bite)

Claws (Ex) Whenever Calaunfel manifests his claw power (2 claws +27 attack, 1d4+13) he also gains a bite attack (+27 attack, 1d6+19 plus 1d6 acid).

Special Actions breath weapon (2/day), dragon form (2/day; form of the dragon I)

Breath Weapon (Su) 60 ft. line; 10d6 acid; DC 24 Reflex halves.

Sorcerer Spells Known (CL 7th; concentration +16 [+20 casting defensively or grappling])

3rd (6/day)—*displacement*, fly, *protection from energy*

2nd (8/day)—*eagle's splendour*, *mirror image*, *resist energy*, *see invisibility*

1st (9/day)—*enlarge person*, *expeditious retreat*, *mage armour*, *magic missile*, *shield*, *true strike*

0—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 19), *mage hand*, *message*, *prestidigitation*

Combat Gear *lesser metamagic rod of extend*, *mask of the skull*

Abilities Str 36, Dex 16, Con —, Int 10, Wis 14, Cha 28

SQ blood of dragons, bravery (+1)

Feats Blind-Fight^B, Cleave, Combat Casting, Combat Reflexes, Dodge, Eschew Materials^B, Improved Grapple, Improved Initiative^B, Improved Vital Strike, Iron Will, Power Attack, Toughness, Skill Focus (Perception), Vital Strike, Weapon Focus (slam)

Skills as above plus Knowledge (arcana) +13, Knowledge (religion) +11, Linguistics +1, Skill Focus (Fly)^B, Spellcraft +13

Languages Common, Draconic

Gear as above plus *belt of physical might* +4, *headband of alluring charisma* +6, *amulet of mighty fists* +2, *bag of holding* (II [containing burial vestments and goods worth 1,500 gp])

town, levelling many of its buildings, destroying livestock and killing almost sixty people.

In truth, it was a random attack and nothing to do with Calaunfel. However, overwhelmed with grief and seeking someone or something to blame for their terrible loss, the townsfolk sought out Calaunfel. They found him sleeping in his cave – seemingly a shrine to the very beasts which had wreaked destruction on their town. Calaunfel was beaten, tied up and then – under the instruction of a village elder schooled as a shaman – mummified. While he yet lived, the butchers cut Calaunfel open and removed his major organs. His body was swathed in linen and buried in a shallow grave in his cave. The townsfolk toiled through the next night to seal his cave with boulders and heavy stones. That was two centuries ago and the town – wracked by plague – is no more.

Six months ago, a lone traveller seeking refuge from a winter storm managed to squeeze through a gap in the stones and enter Calaunfel's cavern. He discovered a scroll case containing the magical seal which prevented Calaunfel's spirit from re-animating his body. Unable to read the ancient parchment, the tired, cold and desperate traveller burned both the parchment and the scroll case as he attempted to make a fire. This act freed Calaunfel from his age-old imprisonment and the dragon disciple rose from the dead – the traveller becoming his first victim. Calaunfel is now consumed with the single goal of tracking down descendants of those responsible for his foul murder. Sallying forth from his cave, the mummy is growing ever bolder in his attacks on the living.

Personality: Calaunfel is quite mad; the mummifying process saw to that. He is utterly driven by the desire to inflict pain and suffering on the living. It matters not that the town is no more. Any living human, he now considers his enemy. He also thirsts for vengeance against the dragon responsible for the attack that directly led to his capture and torturous death.

Mannerisms: When encountered in mummy form, Calaunfel is a loathsome but pitiable figure – his guttural moans combining with weeping and wailing as he constantly relives his last moments of life. He enjoys the shock and awe which his transformation into dragon form inflicts on observers.

Distinguishing Features: Unlike other mummies, Calaunfel has taken to daubing the linen he wears with strange symbols as well as images of claws, teeth, wings and acid. Thus his tattered bandages are a riot of garish colour. His eyes – tinged with madness and hatred – blaze forth from the tangled mass of burial linen swathing his face.

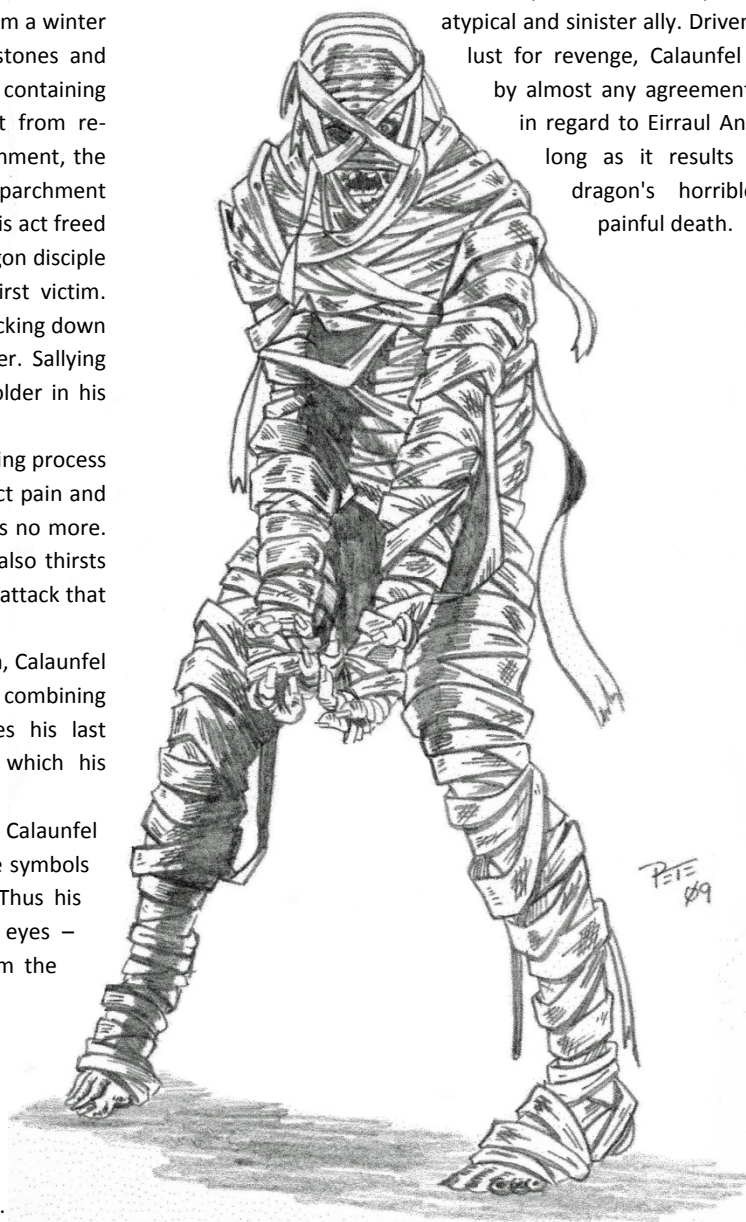
ADVENTURE SEEDS

Calaunfel has no great plan for revenge – he simply seeks out the living. However, he knows when he is over-matched and chooses his battles carefully. Three miles to the west of his cave is a small village.

Several families living there are direct descendants of the townsfolk who murdered Calaunfel. The PCs may arrive in Caldír seeking a place to rest on the night that Calaunfel launches his first assault. Calaunfel also often returns to the scene of his death – the crumbling ruins of the town – there to rail against the injustice of his death and to crush and destroy the very fabric of the place in which his tormenters lived. PCs exploring the ruins or sheltering there during a storm encounter the insane mummy as he embarks on another orgy of destruction.

Alternatively, the party may know the lone traveller who unwittingly freed Calaunfel or be hired to try to find the missing man – leading them to explore the foothills which are now the domain of this powerful undead creature.

Finally, PCs seeking out the ancient green dragon Eirraul Anthar may find that they have an atypical and sinister ally. Driven by his lust for revenge, Calaunfel abides by almost any agreement made in regard to Eirraul Anthar as long as it results in the dragon's horrible and painful death.



VILLAINS

A Pathfinder Roleplaying Game GM'S RESOURCE supplement by
Creighton Broadhurst and Martin Tideswell

Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. Villains presents seven malign foe to bedevil your PCs:

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- Firhar Luedul (NE male half-elf wizard [diviner] 10)
- Eiluanna Maiasar (CE female elf fighter 10)
- Myghal Nankaris (LE male human monk 10)
- Digory Odgers (CE male human rogue 5/fighter 3)
- Perran Gongye (NE male human rogue 6/assassin 6)
- Cornes Soletar (NE male half-elf sorcerer [infernal] 12)

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing

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